REMARKS/ARGUMENTS

In view of the amendments and remarks herein, favorable reconsideration and allowance of this application are respectfully requested. By this Amendment, claims 1, 6, 8, 10, 11, 17, 19 and 21 have been amended. Claims 1, 6, 8, 10, 11, 17, 19 and 21 are pending for further examination.

Claims 1, 6, 8, 10, 11, 17, 19 and 21 stand rejected under 35 U.S.C. §102(e) as being anticipated by Gever et al. (U.S. Patent No. 6,329,994). Applicant submits that Gever does not teach or suggest all elements of the claimed combination.

For example, claim 1 recites, *inter alia*, "a land object image data generator that generates land object image data to display a land object including one of a hollow and a hole, said land object image data containing a jump code." Claim 1, as amended further recites that the "jump code" causes the player to "automatically jump" upon detection of the jump code. Applicant finds no such teaching or suggestion anywhere in Gever. Nor does Gever teach or suggest that a player object would jump over any object (e.g. a hole) or climb any object (e.g. a wall).

Gever does teach that characters can walk (col. 14, lines 60-67) and jump (col. 15, lines 37-47) in response to the proximity of other smart objects. While Gever states that this behavior is based on a script within the character (and thus, not within a land object), Gever also states that scripts external to a character can be used. (col. 19, line 67 – col. 20, line 4; col. 15, lines 44-46). What Gever fails to teach or suggest, however, is that these external scripts are associated with another smart object. Gever further teaches that

the Scene Manager may apply an <u>external animation script</u> to the Smart Object. (col. 20, lines 4-8). But, the Examiner points to no teaching or suggestion in which a script associated with a first object causes an action in a second object. That is, there is no teaching that a script associated with object (or sub-object) 1 defines an action of object 2.

For at least this reason, Applicant submits that claim 1 is allowable over Gever. Claims 6, 11 and 17 also recite automatic action of a player object based on the detection of a jump/climb code and should be allowable for similar reasons. Claim 21 should be allowable based at least on its dependency from allowable claim 1.

Claim 8 recites, *inter alia*, "camera switching programmed logic circuitry to automatically switch between said plurality of virtual cameras dependent upon said camera switching code detected by said camera switching code detector." Claims 10 and 19 recite similar limitations (although claim 10 is directed at sound, not camera switching).

There is no teaching or suggestion in Gever that a view would switch from one virtual camera to another based on detection of a camera switching code (or of sound switching based on detection of a sound switching code). A camera is not a Smart Object as taught by Gever. Thus, even if the Examiner maintains that Smart Objects can be affected by scripts associated with other Smart Objects (although Applicant maintains this is not taught by Gever), there is still no teaching that an automatic <u>camera switch</u> would be caused by one of these scripts.

The Examiner points to Col. 24, lines 5-54 as allegedly providing this teaching. The cited portion, however, makes it clear that camera switches are **not** performed automatically. Gever discusses user interface controls and then states "These controls are used primarily to control the operation of virtual 'cameras'..." (col. 24, lines 7-11). Gever continues "Each camera is selected by pressing an appropriate one of push buttons." (col. 24, lines 47-48). Thus, it is clear that the user controls the cameras, and the cameras are not automatically switched.

Similarly, there is no teaching or suggestion that a sound would automatically switch based on the detection of a sound switching code associated with an object. Applicant notes that the Examiner has merely alleged that such sound switching occurs, but has pointed to no portion of Gever as allegedly teaching or suggesting such sound switching.

For at least these reasons, Applicant submits that claims 8, 10 and 19 are allowable over Gever.

Claims 1, 6, 8, 10, 11, 17, 19 and 21 also stand rejected under 35 U.S.C. §103(a) as being unpatentable over Naka et al. (U.S. Patent No. 5,963,218) in view of Sasaki (U.S. Patent No. 5,577,960).

Claim 1 as amended recites, *inter alia*, "animation data output programmed logic circuitry outputting animation data to cause the player object to automatically jump over one of said hollow and said hole formed by the land object image data according to said

jump distance when the jump code is detected." Claims 6, 11 and 17 recite similar limitations, referring to automatically climbing or jumping.

Naka teaches a teleportation device, such that when one player comes into proximity with the device, a swap of player positions is made. This, however, is not a jump, climb or camera change code, as substantially claimed in the independent claims. Simply because one type of automatic character manipulation is taught does not mean that all conceivable types of automatic character manipulation are then obvious.

Further, the Examiner alleges that Naka teaches automatically causing a player character to jump in accordance with the action code, but then, in the same sentence equates the action code to "(pressing jump command)." Applicant submits that if a player has to input a command, then the player object is not automatically caused to perform an action in response to a detected code associated with an object, but is rather caused to perform an action in response to a detected in put. Further, because an input needs to be entered, the action is not <u>automatic</u>, but rather responsive to input. Which is to say, in Applicant's claims, if the player did not enter a jump command, the player object would still jump, but in Naka, if the player did not enter a jump command, the player object would fall into the hole.

Although the Examiner contends that jumping, climbing, switching camera angles and generating sounds are notoriously well known in the art. Applicant submits that what is not well known is automatically doing any of these things upon encountering a code embedded in a terrain object.

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Most conventional games require that a player actively cause a player object to jump/climb etc. Swapping positions, as taught by Naka, is specifically useful in the race game because a player who has successful manipulated his way through an obstacle course to the teleporter is rewarded by gaining an advantage. Futher, Naka explicitly teaches that jumping is done in response to a jump command. (col. 19, lines 27-31). Although Naka also teaches that a following object imitates the leading object's jump, Naka does not teach that the jump of the following object was based on a detected code associated with a land object. The Examiner has shown no teaching or suggestion to modify the Naka/Sasaki combination to replace automatically teleporting/swapping positions with any of the above automatic behaviors and Naka explicitly teaches against such a replacement.

For at least these reasons Applicant submits that claims 1, 6, 11, and 17 are allowable over the prior art of record. Claim 21 should be allowable based at least on its dependency from allowable claim 1.

Claims 8, 10 and 19 recite automatic switching of sounds or virtual cameras based on the detection of a switching code associated with a land object. Applicant submits that these teachings are even farther removed from those of Naka and Saski.

Even if the Examiner maintains that automatic jumping and climbing are obvious in light of Naka's teaching of teleporting, Applicant submits that the distinction must be drawn when it comes to switching cameras and sound. Jumping and climbing are actions performed by a game object and teleporting is a game response that affects a character's

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position. While Applicant maintains that automatic jumping and climbing are non-obvious based on a teleporting teaching, Applicant submits that automatic camera switching and sound switching, based on the detection of a code associated with a land object, are even more so.

Camera switching and sound switching are not actions of a player object, and they do not affect a player object's physical nature. Rather, they are effects external to a player object. The Examiner has shown no teaching or suggestion in the Naka/Sasaki combination that would show automatic changing of such external effects.

For at least these reasons, Applicant submits that claims 8, 10 and 19 are allowable over the prior art of record.

For at least the above reasons, Applicant believes that the claimed invention is not obvious in view of the cited prior art. Applicant further believes that all of the pending claims clearly and patentably distinguish the prior art of record and are in condition for allowance. Thus, withdrawal of the rejection and passage of this case to issuance at an early date are earnestly solicited.
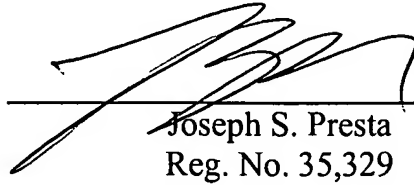
Should the Examiner have any questions, or deem that any further issues need to be addressed prior to allowance, the Examiner is invited to call the undersigned attorney at the phone number below.

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Respectfully submitted,

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